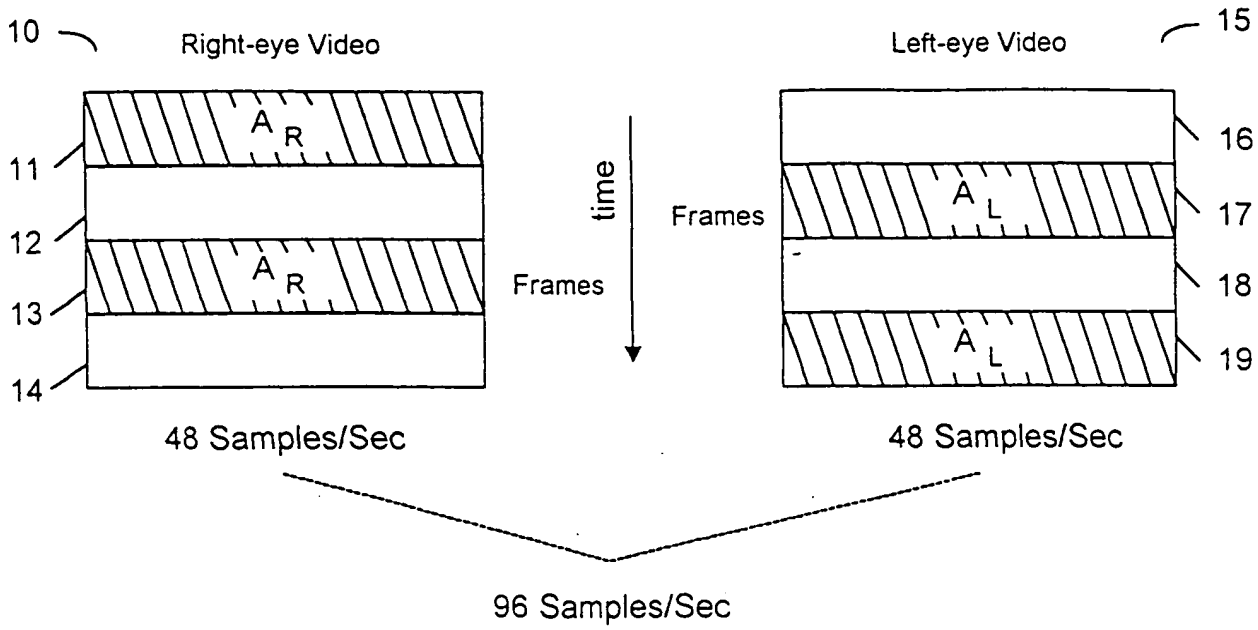

Fig. 1 (prior art)

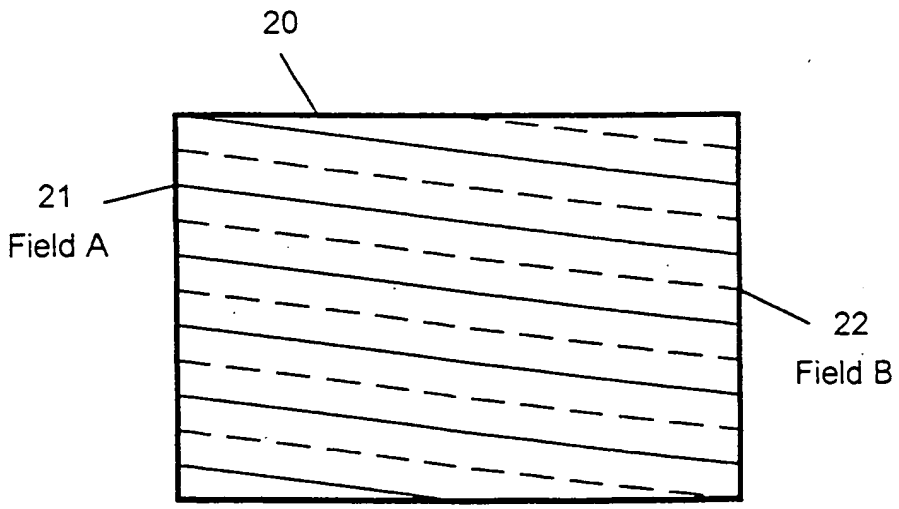

Fig. 2 (prior art)

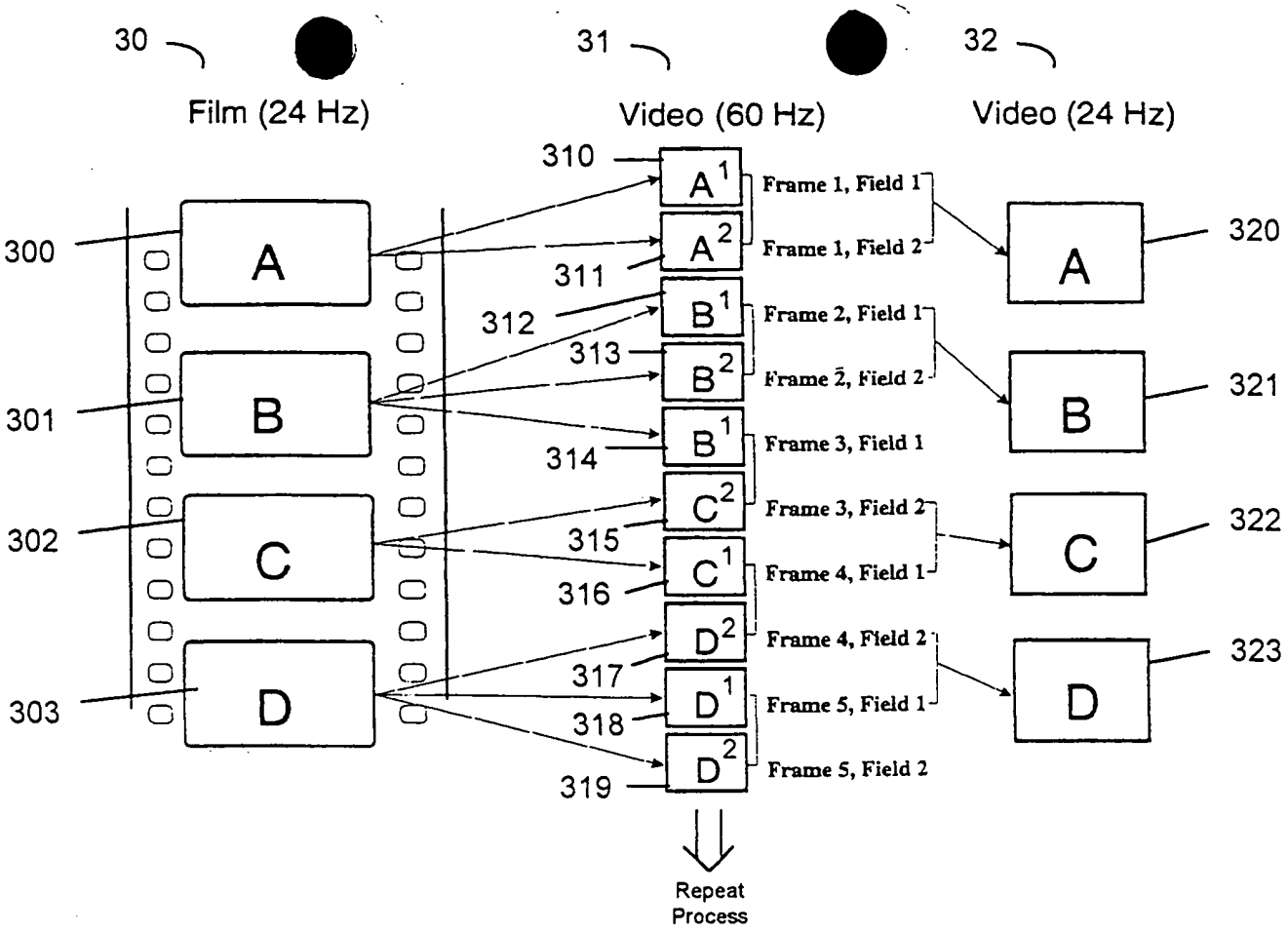

Fig. 3 (prior art)

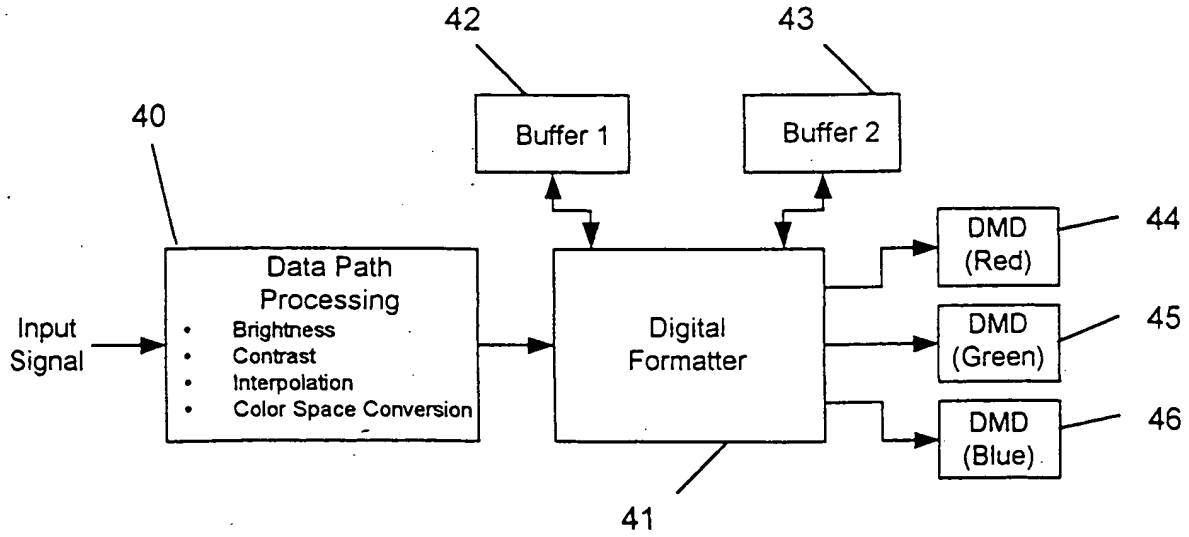

Fig. 4 (prior art)

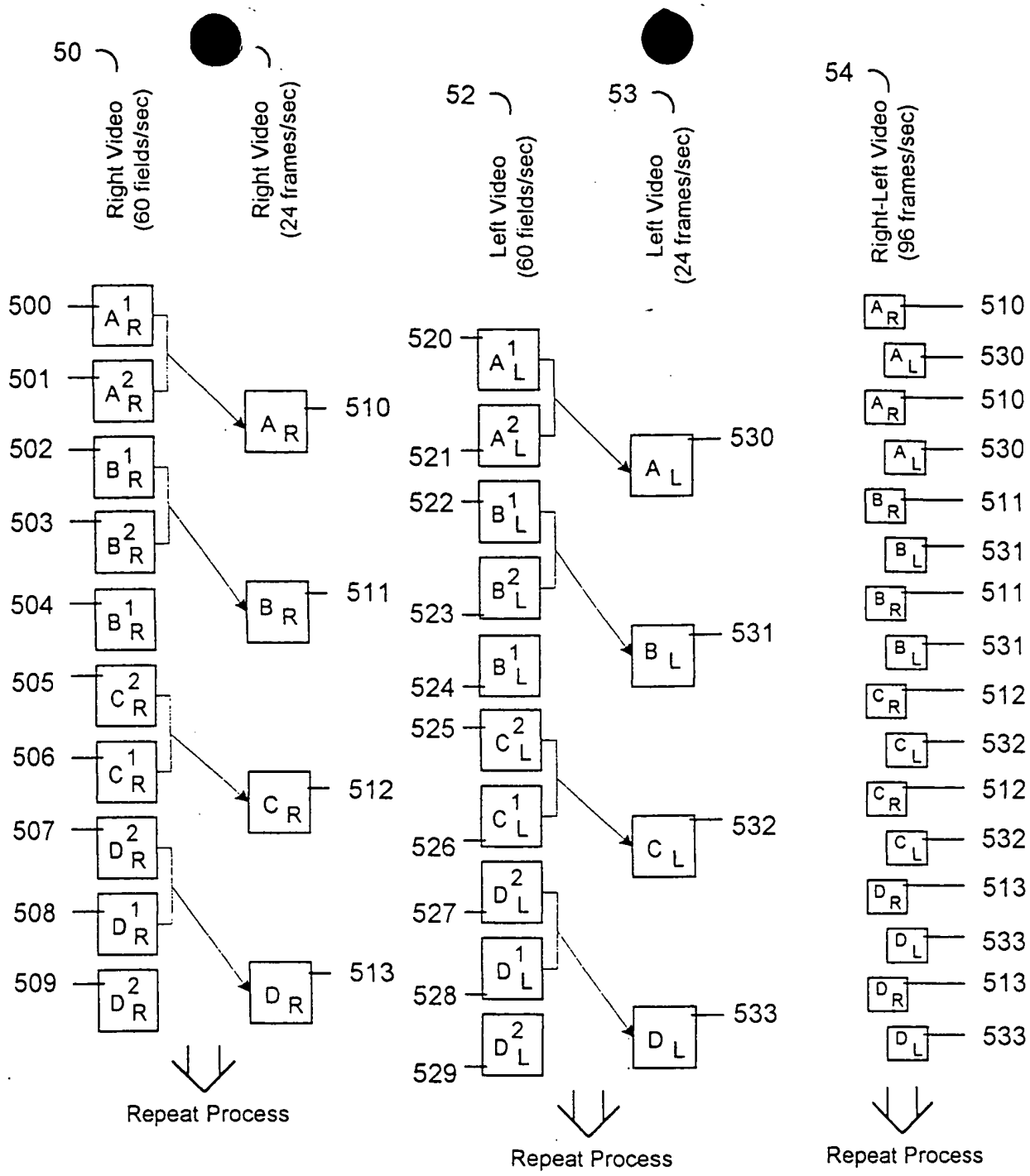
50
Right Video (60 fields/sec)
Right Video (24 frames/sec)
52
Left Video (60 fields/sec)
53
Left Video (24 frames/sec)
54
Right-Left Video (96 frames/sec)
500
501
502
503
504
505
506
507
508
509
510
511
512
513
520
521
522
523
524
525
526
527
528
529
530
531
532
533
Repeat Process
Repeat Process
Repeat Process

Fig. 5

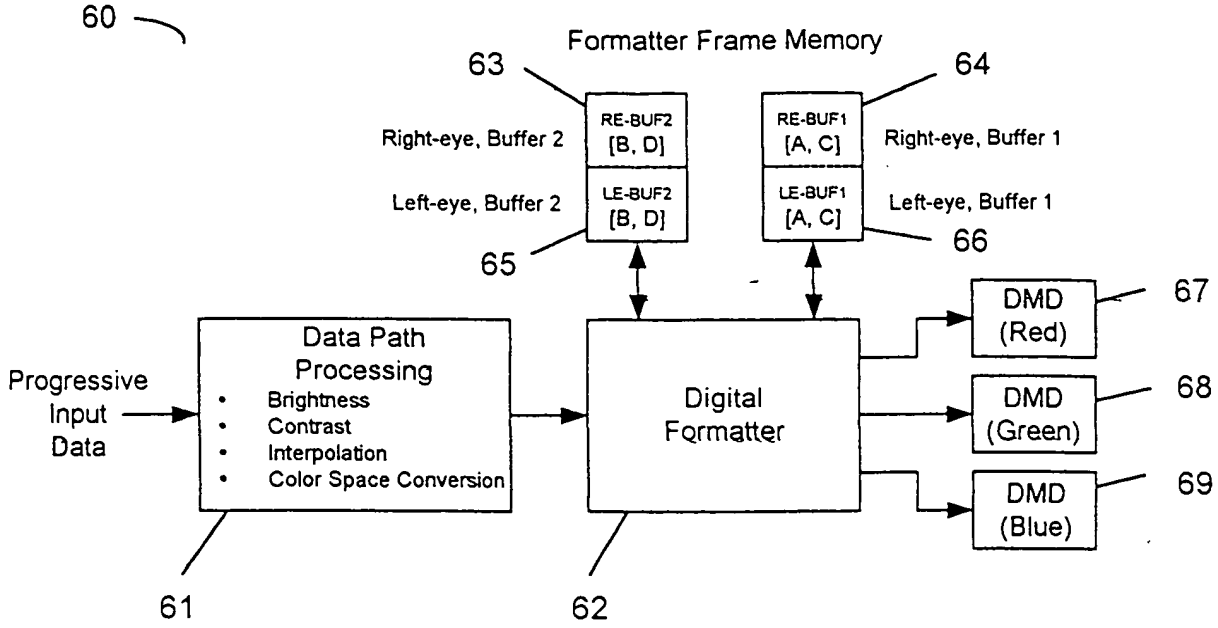
60
Formatter Frame Memory
63
64
RE-BUF2
[B, D]
RE-BUF1
[A, C]
Right-eye, Buffer 2
Right-eye, Buffer 1
LE-BUF2
[B, D]
LE-BUF1
[A, C]
Left-eye, Buffer 2
Left-eye, Buffer 1
65
66
67
DMD
(Red)
Data Path
Processing
Progressive
Input
Data
Brightness
Contrast
Interpolation
Color Space Conversion
Digital
Formatter
68
DMD
(Green)
69
DMD
(Blue)
61
62

Fig. 6

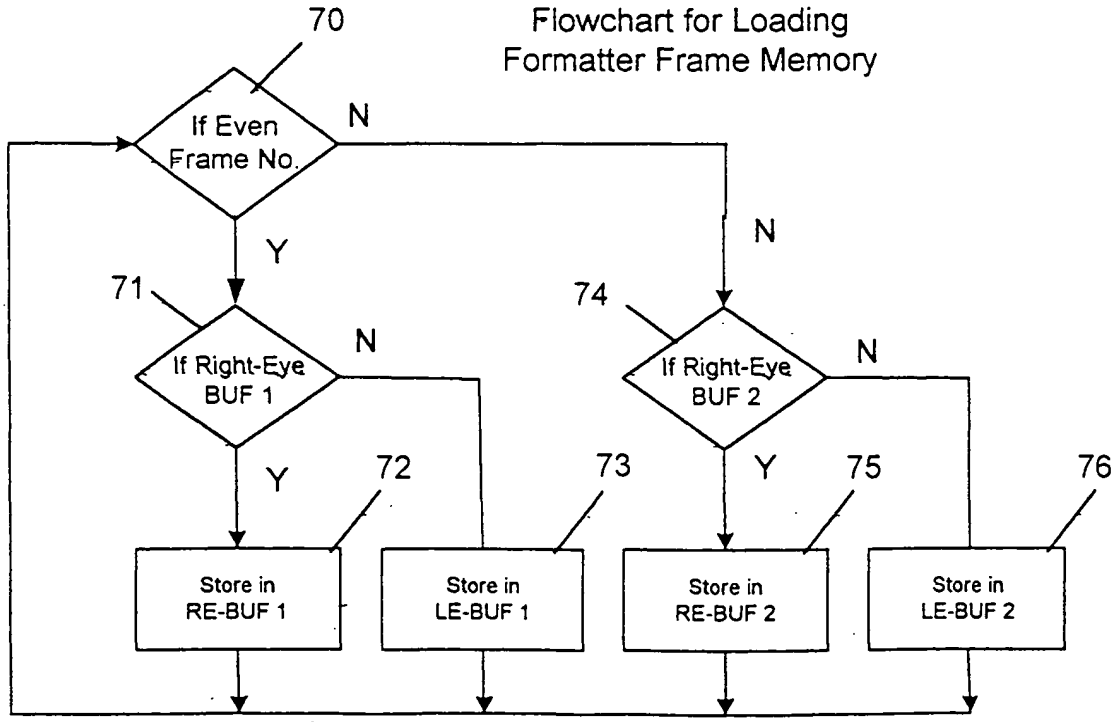
70
Flowchart for Loading
Formatter Frame Memory
If Even
Frame No.
N
Y
N
71
74
If Right-Eye
BUF 1
N
If Right-Eye
BUF 2
N
Y
Y
72
73
75
76
Store in
RE-BUF 1
Store in
LE-BUF 1
Store in
RE-BUF 2
Store in
LE-BUF 2

Fig. 7

Flowchart for Displaying Data from Formatter Frame Memory

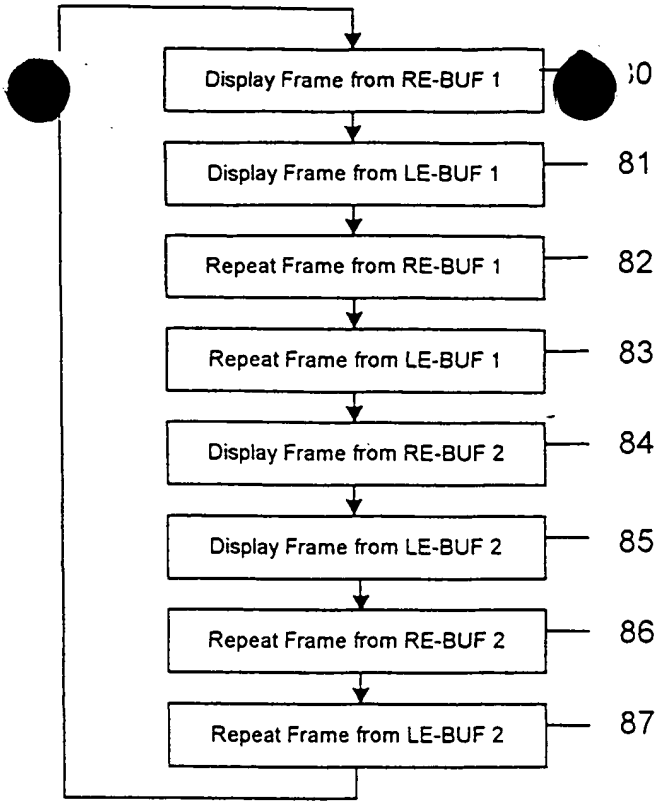

Fig. 8

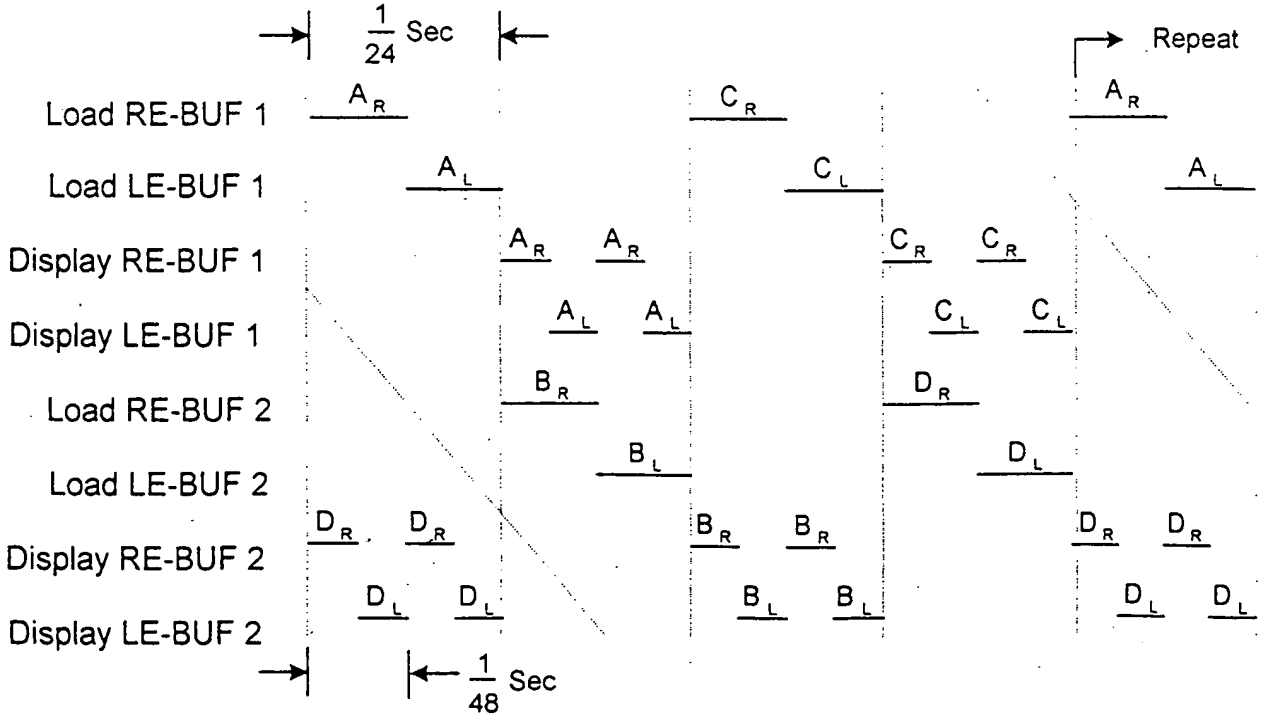

Fig. 9

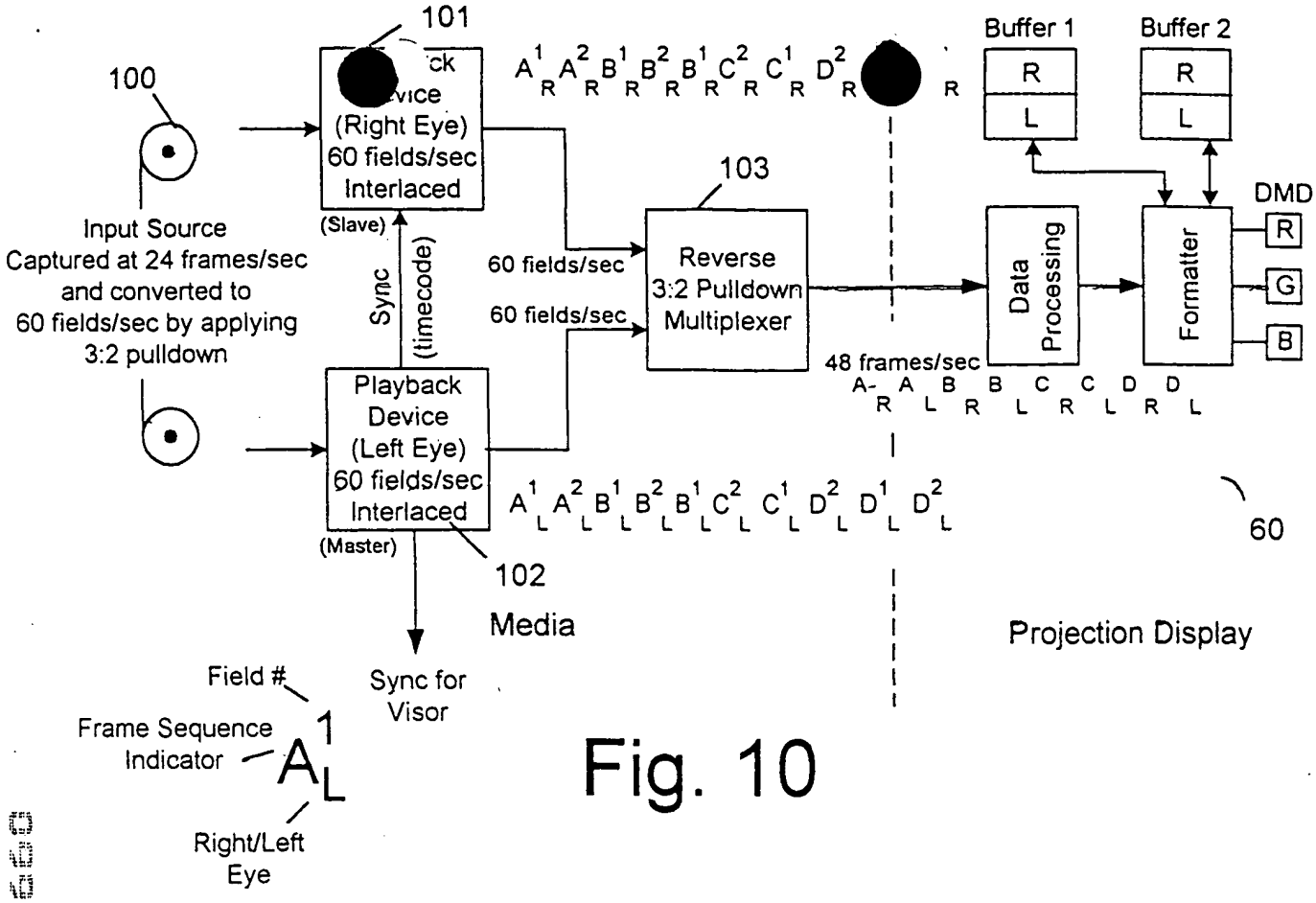
101
100
Input Source
Captured at 24 frames/sec
and converted to
60 fields/sec by applying
3:2 pulldown
(Right Eye)
60 fields/sec
Interlaced
(Slave)
Sync
(timecode)
Playback
Device
(Left Eye)
60 fields/sec
Interlaced
(Master)
102
Media
60 fields/sec
60 fields/sec
103
Reverse
3:2 Pulldown
Multiplexer
Buffer 1
Buffer 2
R
L
Data
Processing
Formatter
DMD
R
G
B
48 frames/sec
60
Projection Display
Field #
Frame Sequence
Indicator
Right/Left
Eye
Sync for
Visor

Fig. 10

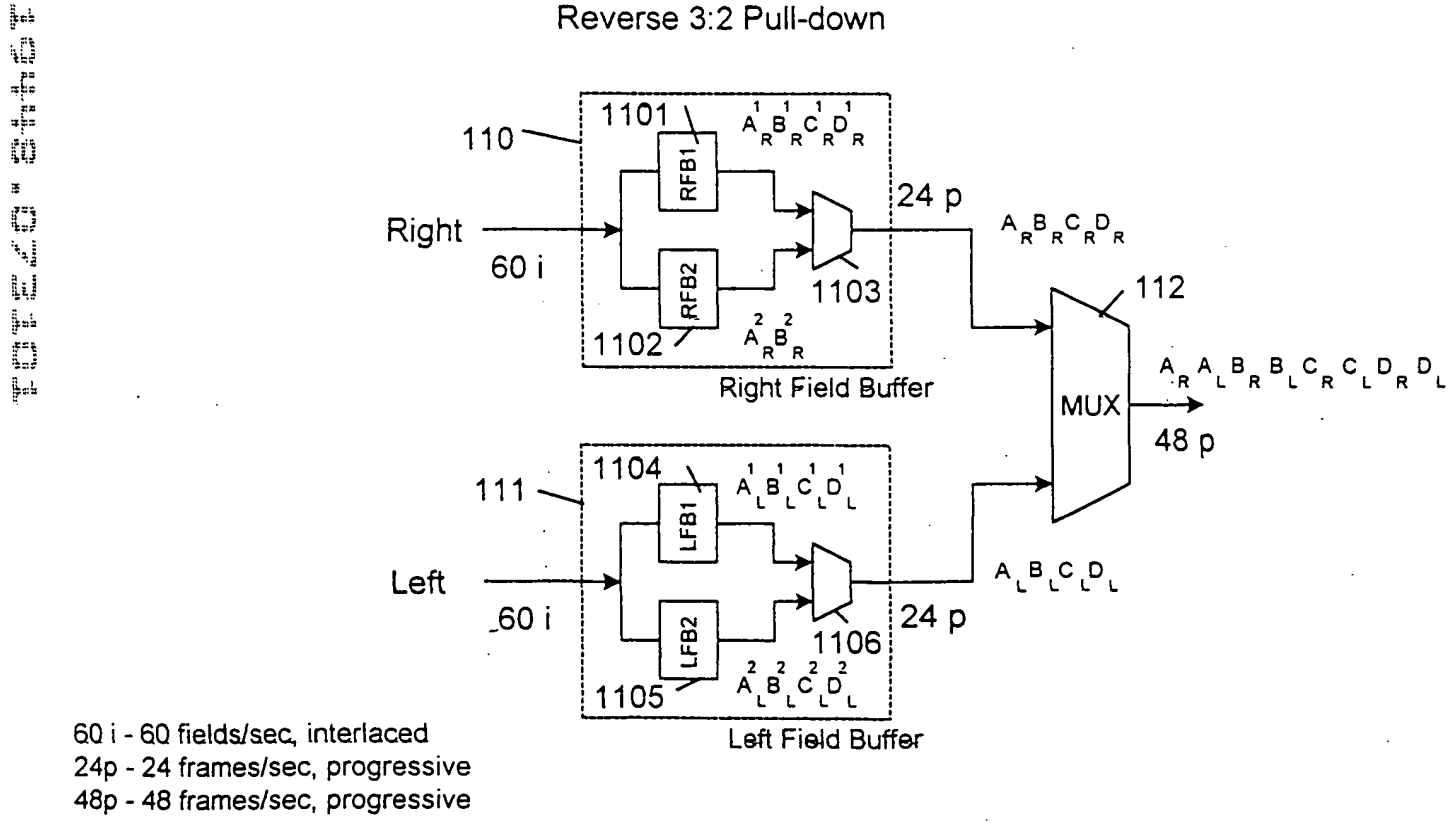
Reverse 3:2 Pull-down
110
Right
60 i
1101
RFB1
RFB2
1102
1103
24 p
Right Field Buffer
112
MUX
48 p
111
Left
60 i
1104
LFB1
LFB2
1105
1106
24 p
Left Field Buffer
60 i - 60 fields/sec, interlaced
24p - 24 frames/sec, progressive
48p - 48 frames/sec, progressive

Fig. 11

Reverse 3:2 Pulldown Multiplexer - Input

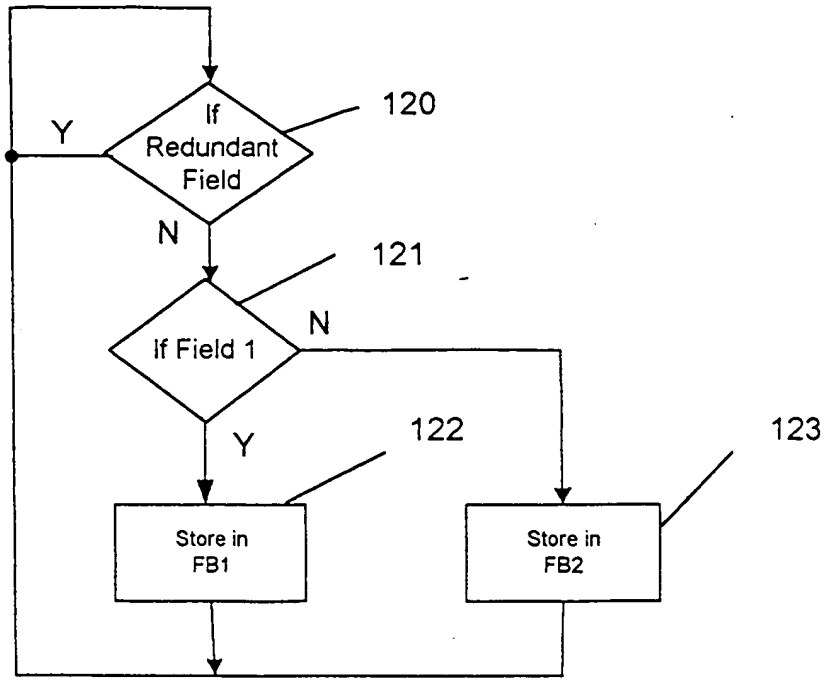

Fig. 12

Reverse 3:2 Pulldown Multiplexer - Output

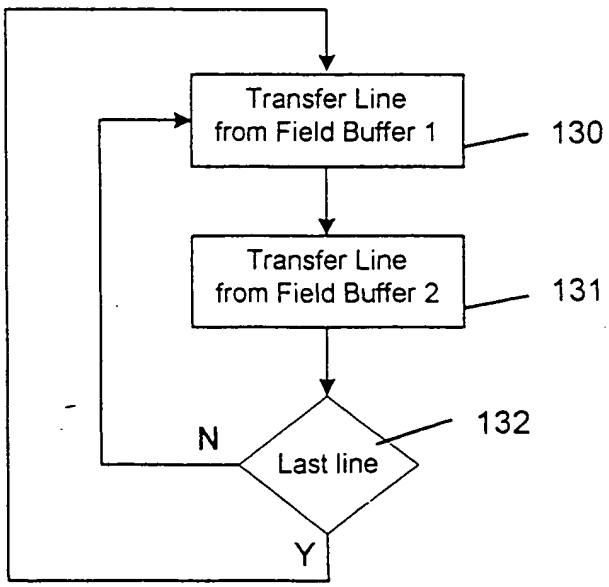

Fig. 13

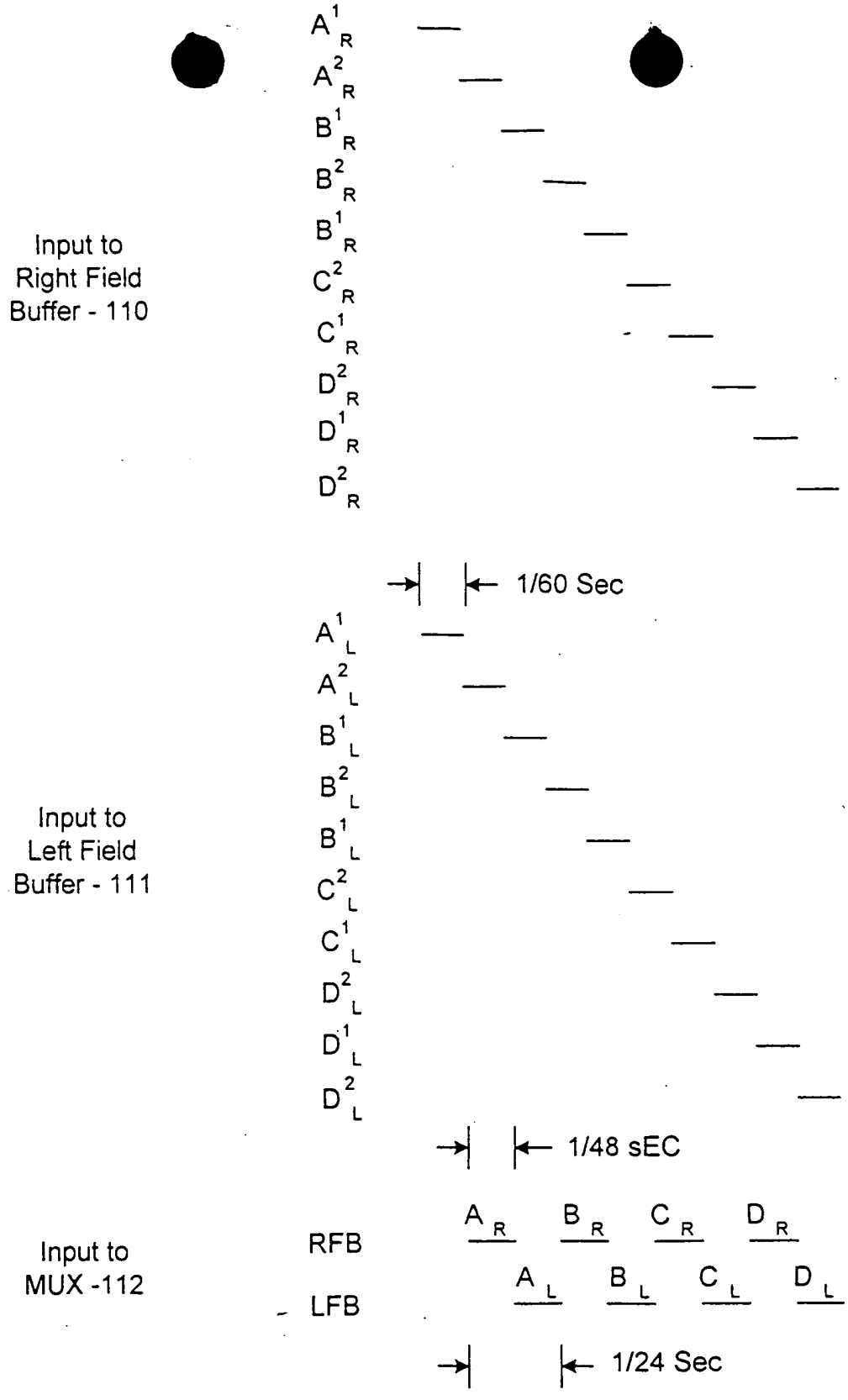
Input to Right Field Buffer - 110
A^1_R
A^2_R
B^1_R
B^2_R
B^1_R
C^2_R
C^1_R
D^2_R
D^1_R
D^2_R
1/60 Sec
Input to Left Field Buffer - 111
A^1_L
A^2_L
B^1_L
B^2_L
B^1_L
C^2_L
C^1_L
D^2_L
D^1_L
D^2_L
1/48 sEC
Input to MUX -112
RFB
LFB
A_R B_R C_R D_R
A_L B_L C_L D_L
1/24 Sec

Fig. 14

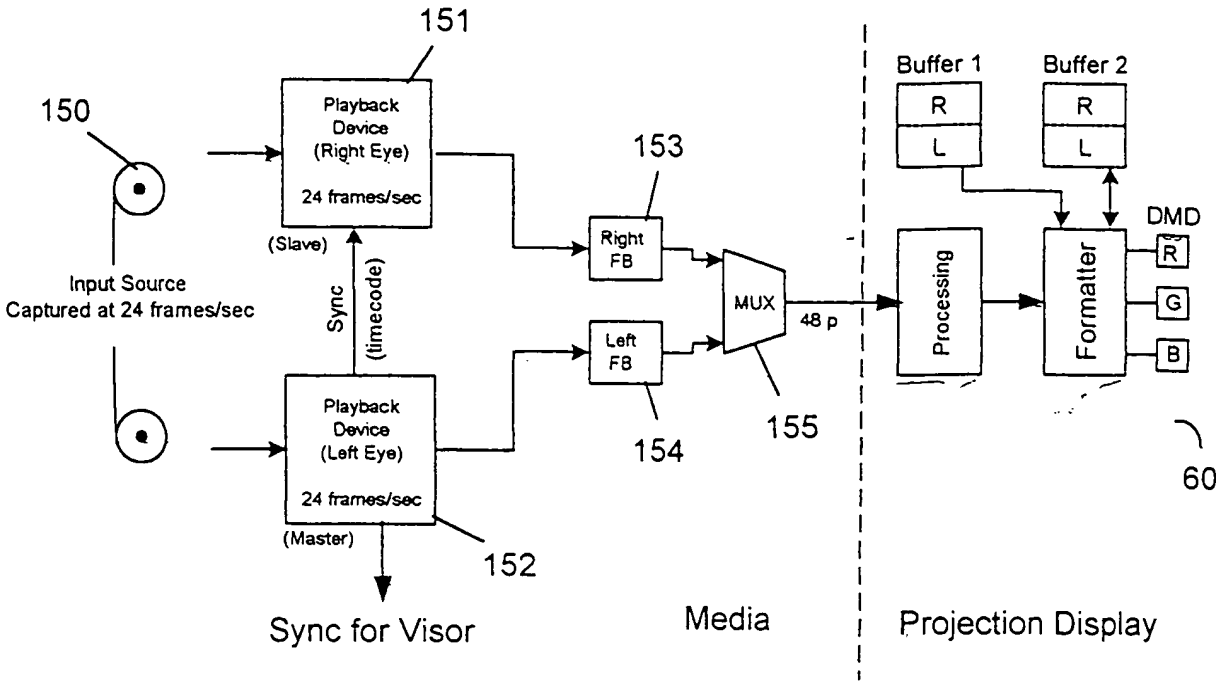
151
150
Playback Device (Right Eye)
24 frames/sec
(Slave)
153
Right FB
Buffer 1
Buffer 2
R
L
R
L
DMD
Input Source Captured at 24 frames/sec
Sync
(timecode)
MUX
48 p
Processing
Formatter
R
G
B
Left FB
154
155
Playback Device (Left Eye)
24 frames/sec
(Master)
152
60
Sync for Visor
Media
Projection Display

Fig. 15